SUNSOFT™ for the Nintendo Entertainment System®

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Printed in Japan

NES-FF-USA

SUNSOFT™ for the Nintendo Entertainment System®

FREEDOM FORCE™

INSTRUCTION MANUAL

SUNSOFT™ Limited Warranty

SUNSOFT™ warrants to the original purchaser only that the Game Pak provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the Game Pak to SUNSOFT™ or its authorized dealer along with a dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc.

PRECAUTIONS

Be sure to turn the power OFF before inserting the cartridge or removing it from the unit.

This is a high-tech instrument. Do not store it in an area subject to extreme hot or cold temperatures. Never drop it, bump it or attempt to take it apart.

Avoid touching the connectors. Do not allow them to get wet or dirty. Doing so will damage the unit.

LICENSED BY NINTENDO FOR PLAY ON THE
Nintendo
ENTERTAINMENT SYSTEM®

Thank You . . .

for purchasing the SUNSOFT "Freedom Force" Game Pak.

Please read this instruction booklet carefully **before** starting to play the game. In doing so, you will be able to play the game better and enjoy it even more. Be sure to keep these instructions in a safe place.

CONTENTS

	Page
How to use the Zapper®	2
The Game Story	3
Mission	5
How to Play	7
Scoring	11
Secret Word Special Offer	16

This game requires the use of the Nintendo Light Gun Zapper®. Only one Zapper® is required. Both player 1 and 2 will use the same Zapper®.

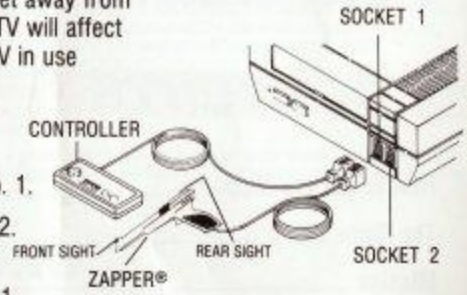
HOW TO USE THE ZAPPER®

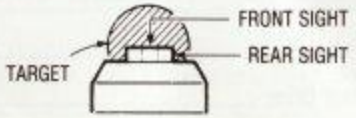
The Zapper® will operate up to 8 feet away from your TV. The size and type of your TV will affect performance of the Zapper®. The TV in use may require adjustment of the Brightness and Contrast for proper operation.

Plug the Control Pad into Socket No. 1.

Plug your Zapper® into Socket No. 2.

To pause action during play, press the start button on Control Pad No. 1.





THE GAME STORY

A group of extremist guerillas called "The Unknown Guerillas" have captured an entire airport. As you will soon see, there are 3 ranks of unknown guerillas. You, the player, must choose your enforcer. Player 1 is "Rad Rex" and player 2 is "Manic Jackson". These enforcers are specially trained to deal with critical situations.

The Enforcers:

◀ Player 1
Rad Rex

Player 2 ▶
Manic Jackson

Agents: G.T.S. - Guerilla Terminator Squad
Function: Combat Specialists/Terminator
Weapons: .38 Caliber Pistol
.44 Magnum
Grenade Launcher
Mission: Neutralize Guerillas

The "Unknown Guerillas"

The Unknown Guerillas have 3 ranks:

Bagmen

These are the lowest rank. They don't have any cause, they just like violence.

Elite Assassins

The second highest ranking Unknown Guerillas are the Elite Assassins. They are more deadly than Bagmen and they can shoot back with grenade launchers. They do not know why they are fighting, they just want to get on the TV news.

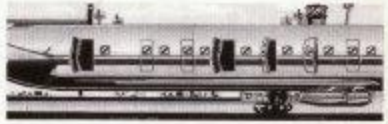
Eugene Extreme

He is the Leader and Mastermind scheming and plotting to take over the world. He is also a coward . . . he will hide behind anyone when things get nasty. He will use his Bagmen and Elite Assassins in any way to try to take over the world — he is very crafty and cannot be easily hurt.

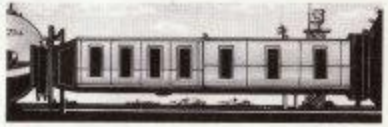
MISSION

Shoot and destroy the enemy while avoiding innocent citizens. Chase the "Unknown Guerillas" from the Aircraft to the Jetway Loading Ladder to the Ticket Counter Lobby to the Airport Entrance and finally to the Enemy Hideout. If you destroy the Hideout, you will be rewarded. And you can then continue your mission in round 2 and beyond.

The Crime Scene



Scene 1 - Aircraft



Scene 2 - Jetway - Loading Ladder

Scene 3 - Ticket Counter Lobby

Scene 4 - Airport Entrance

Scene 5 - Unknown Guerilla Hideout

HOW TO PLAY

Select 1 or 2 players by shooting the correct side of the screen.

If after shooting 1 or 2 players, game does not start, adjust brightness and contrast on your TV.

Play begins with the enemy Bagmen appearing in the open doors of the Aircraft. You must shoot them before they shoot back. When the enemy shoots at you, Health will be lost. When all Health is lost, the game is over. Also appearing in the Aircraft doorways are innocent passengers. If they are hit by your bullets, you will be penalized with an Error. If you commit 6 Errors you will have to begin at the Aircraft scene of the round you are on.

When a sufficient number of enemies have been destroyed, you will automatically go to the next round.

Screen Indicators

Health

You are given 12 bars of Health at the beginning of the game. Your Health is decreased each time you are shot. But look out . . . These guys have machine guns! When your Health is gone, you're history. Extra Health can be earned at 20,000 and 60,000 points.

Error

You've got to be careful. There are innocent bystanders all over the place. If you hit one, you will be penalized with an Error. If you commit 6 Errors, it's back to Scene One of the round you are on.

Ammo

Your gun is equipped with 36 shots at the start of the game. If you run out of Ammo, your game is over.

Special Targets

Health

When shot, it restores your Health in full.

Ammo

When shot, it reloads your gun with 36 shots. When you are down to only five shots, this target will be constant.

Harder

Shoot this and the game will be Harder until the next scene.

.38 Caliber

This is the standard issue for the G.T.S. You may want to shoot this target when the weapon you are using is too large and is shooting the innocent along with the enemies.

.44 Magnum

This is a big gun and it will increase your firepower.

Grenade Launcher

When this target is shot, you will be able to destroy all the enemies on the screen with one shot. Exercise caution — the Grenade Launcher will also destroy innocent citizens.

SCORING

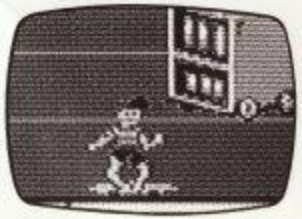
Unknown Guerilla	Enemy Weapon	Point Value
Bagman	.38 Caliber	250
Bagman	Submachine Gun	375
Bagman (in Bus)	Uzi Machine Gun	525
Bagman	Hand Grenade	418
Bagman (shot after Grenade is thrown)		1426
Elite Assassins	Grenade Launcher	725
Elite Assassins (shot after Grenade is in air)		1572
Old Man Hideout Guard	Missile shooting cane	1452
Old Man Hideout Guard (shot while Missile is in air)		1988

The Innocent

◀ Passenger (Man) Scene 1, 4

Passenger ▶ (Woman) Scene 1, 2, 5

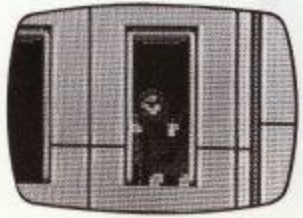
◀ Kid Scene 4



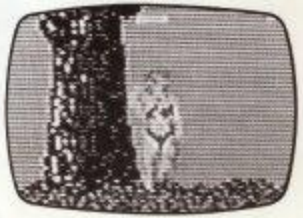
Skateboarding ▶ Kid Scene 3

◀ Pilot Scene 1

Flight Attendant ▶ Scene 2



◀ Elderly Woman with cane Scene 2, 5



Bathing Beauty ▶ (Immune to bullets) Scene 3, 4

Code Breaker Challenge Stage

It is your job to correctly guess the letters of the hidden word.* To select a letter you must shoot directly at it while it is lit up. Only 4 letters will be lit up at one time. If you select a correct letter, it will appear in the appropriate place. If you complete the entire word before the timer is up, you will be awarded a bonus of 100 points per second of time left.

If you commit 5 errors, the Challenge Stage will end and no Bonus will be awarded.

If you wish to exit the Challenge Stage, you may do so at any time by pressing the Select Button on Control Pad No. 1.

*A hint will be shown indicating "person", "place" or "thing."

Hint

Hidden Word

Time Left

Error Indicator

Secret Characters

	Value
Scene 1	???
Scene 2	100 points each time hit
Scene 3	5,000 points when hit
Scene 4 (appears only in Round 1)	Pass to next scene when hit
Scene 4 (appears only in Round 2)	Regain Health when hit
Scene 5	1,000 each time hit

Only one secret character will appear in each scene.

To get the secret characters, two numbers in your score must be identical to the number of the scene you are in.

Example: Hideout = Scene 5. Two 5's must appear at the same time.

You must then shoot while these numbers appear. It is not necessary to hit a target. Some secret items require that you shoot twice. It's up to you to discover what the secret characters are.

SECRET WORD SPECIAL OFFER

Official Freedom Force Self-Adhesive Decals! FREE!*

At the end of the 5th scene of Round 1, a special secret word will briefly be shown. An additional word will appear after Rounds 2 and 3. In all, there are 3 secret words.

Collect all three and write them down on the special order form opposite this page and you will receive the official Freedom Force self-adhesive decal set.

*Be sure to enclose $1.00 for postage and handling.

Entry Form

FREE!* Official Freedom Force Decals!

The 3 Secret Words are: POOP PC BUT

Your Name

Street Address

City, State, Zip

Date of Birth

Phone

*Be sure to enclose $1.00 for postage & handling, and

Mail to: **SUNSOFT DECALS**
2250 Elmhurst Road
Elk Grove Village, IL 60007

Void where prohibited. Offer expires Dec. 31, 1989. Offer good only in the Continental U.S.

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SCORES

SCORES

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.